

# Comfort!

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Uh-oh! Bad news alert! Help comfort a Friend-in-need!

This is a roleplaying game. One player is the Friend-in-need. Friend-in-need determines the upsetting scenario (breakup, fired, etc). The others are Comforters. There are three ways to Comfort (with examples):

Empathy: "I've been there..."

Advice: "You could fix that by..."

Sympathy: "Damn, that sucks."

All three can backfire and make things worse.

Friend-in-need can be at one of six Emotional States:

Emotional State	Target roll
Calm	
Peeved	7+
Upset	9+
Irrational	11+
Volatile	13+
Out of Control	15+
Wasted	

Friend-in-need starts out Upset. Two successful Comforts move Friend-in-need one step toward Calm. Two failed Comforts move Friend-in-need toward Out of Control. Fails/ successes reset when moving emotional state. If Friend-in-need moves to Calm, you win. If Friend-in-need moves to Wasted, you lose.

To use a move, roll 2d10. Use the list above to determine success/ failure.

Remember that time? You may reroll once per game and cite life experience.

Are you even listening? Using a move 2+ times in a row gives a -1 to the next roll.

You all suck. Keep me from puking on my clothes later...